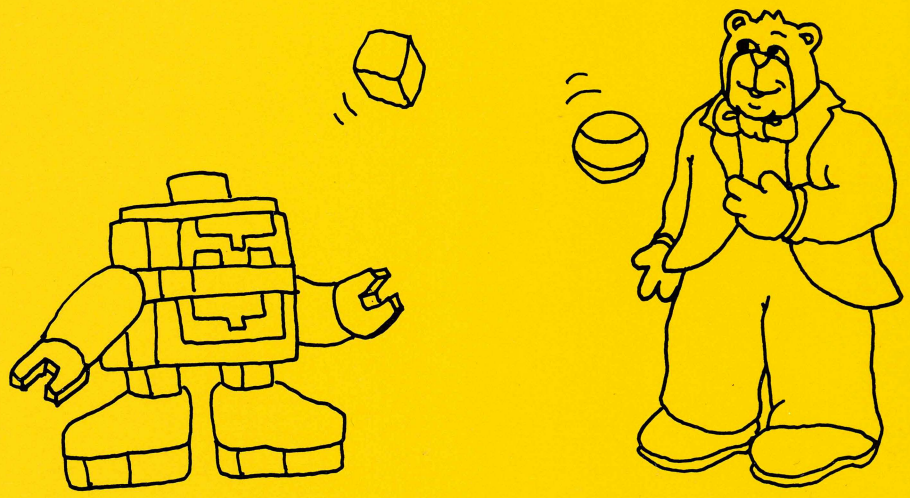
STICKYBEAR TYPING

USER'S GUIDE



STICKYBEAR® TYPING
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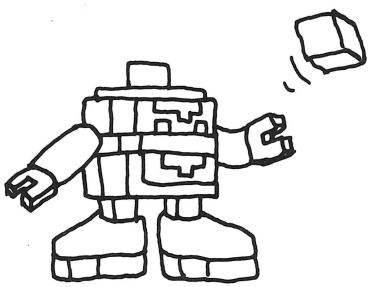

STICKYBEAR TYPING
By Richard Hefter and Susan Dubicki
Additional graphics by Janie Worthington

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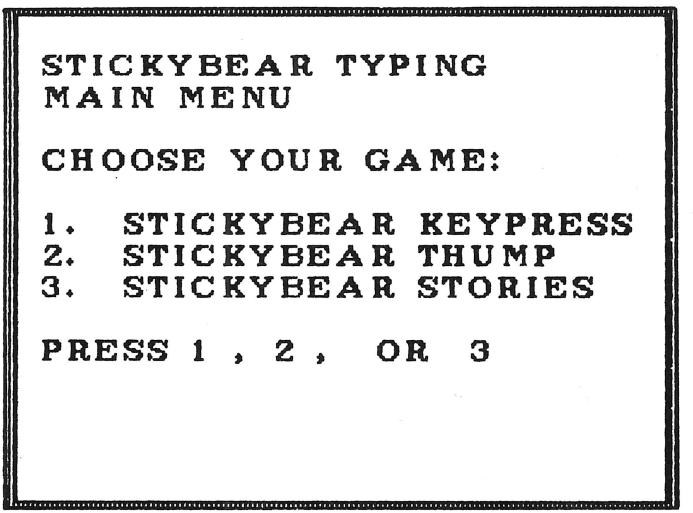
HOW TO USE STICKYBEAR TYPING

Stickybear Typing will run on any Apple, Apple II Plus, Apple IIc, or Apple IIe* with a disk drive.

To start, put the program disk into the drive and turn on your Apple. If you have Autostart, you will see the title panel displayed.

If your Apple does not have the Autostart ROM, you will see the monitor cursor *. Type 6, then type P while holding down the key marked CONTROL (6 CTRL P), then press the RETURN key.

After the title panel you will see the main menu:



The Stickybear Typing program contains three separate games. Each game teaches and reinforces typing skills using its own method.

The first game is called Stickybear Keypress. It is most appropriate for young players; beginners; and anyone seeking to review the keyboard, home key position, and each of the keys in turn. A keyboard appears at the bottom of the screen. The lessons are structured toward mastery of the entire keyboard in 30 levels. Stickybear Keypress keeps track of the level reached and the speed for each user.

Stickybear Thump builds typing skill in a fast-action game. A robot provides letter groups for the player to type and tosses cubes at Stickybear. Each time a group of letters is typed correctly, Stickybear hurls a ball at the robot. The object of the game is to try to knock out the robot by typing quickly and accurately before Stickybear gets thumped on the head. The letter groups get progressively harder (30 levels) until the entire keyboard is mastered. Stickybear Thump records the high scores of the top four players.

Stickybear Stories, the third game, allows typing practice with real text in a choice of categories, using the entire keyboard. Hundreds of facts, jokes, stories, riddles, and complex paragraphs are available for practice in timed, accuracy, typewriter, and word processor modes.

Make your selection from the main menu by typing 1, 2, or 3.

PLAYING THE GAMES

GAME 1: STICKYBEAR KEYPRESS

The Stickybear Keypress game shows you a picture of the keyboard at the bottom of the screen. Letters are highlighted on the picture keyboard and you follow along, pressing the letters on your own keyboard as they are highlighted on the screen.

After you select Stickybear Keypress from the main menu, you will be asked to enter your name (up to nine letters), the level at which you want to start, and the typing mode.

There are 30 levels in Stickybear Keypress, with many lesson variations for each level. (See the section on levels below.)

The two typing modes are designed to simulate different typing conditions. In the *typewriter mode,* you must press the RETURN key at the end of each line, just as you would have to on a typewriter. In the *word processor mode,* you need to press only the space bar after the last word on the line. The computer will move down to the beginning of the next line automatically. Most word processing programs work this way.

Stickybear Keypress is played in accuracy mode, which means that the computer will accept only correct letters. If you type a wrong letter, you will hear a low "bloop," and no letter will appear on the screen.

TO PLAY:

After you type in your name, level, and mode, the computer will show you a screen with a keyboard at the bottom. This keyboard corresponds exactly to the keyboard of the computer you are using (Apple II Plus, Apple IIc, or Apple IIe).

A card showing proper finger positions is included with your Stickybear Typing program. You may stand it up under the monitor, or use the CONTROL H command to display the hands on screen if you wish (see the command section).

At the beginning of the lesson, the new keys that you will learn in that level are highlighted. Press any key to begin the lesson. As the keys are highlighted on the screen keyboard, press them on your keyboard. Take care to press the space bar, the RETURN key, or the SHIFT key when necessary. When you press the correct keys, they will appear typewritten on the screen. If you press an incorrect key, you will hear a low "bloop." Press the correct key, then continue. A timer will start calculating your words-per-minute (WPM) rate as soon as you press any key.

jj jj ff ff
dd dd kk kk
fd fd dd dd
jk jk kk kk
1 2 3 4 5 6 7 8 9 0 * = reset
esc Q W E R T Y U I O P rpt return
ctrl A S D F G H J K L ; ← →
shift Z X C V B N M , . / shift
power

There are 30 levels in the Stickybear Keypress game. (See the section on levels below.) To complete a level, you must type in two screens of data. At the end of each level, you will see the report on your progress. The progress report will show the starting level, current level, words per minute typed, errors, and corrected WPM. A *word* is any sequence of five characters, whether they are letters, numbers, or spaces. An *error* is calculated as one error per word in which a word is a series of characters separated by spaces from other words. The *corrected words per minute* is the number of five character words per minute typed, minus the number of errors, divided by the number of minutes you have been typing.

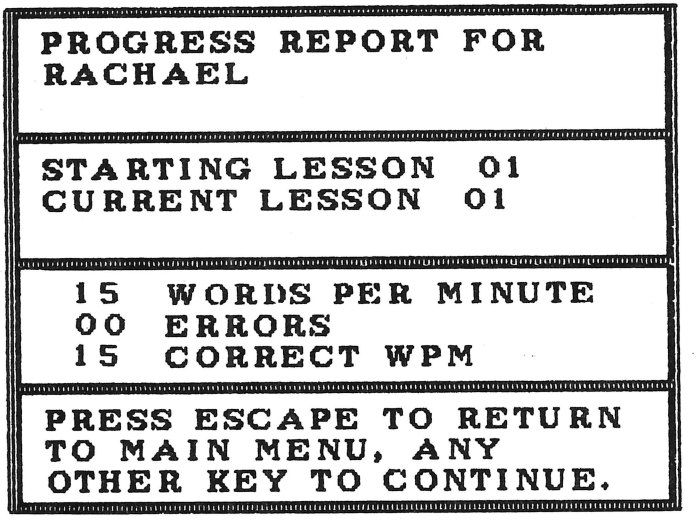
Press the ESC (escape) key to return to the main menu, or any other key to continue.

To get out of the game at any time, press the ESC key. This will take you to the current progress report. Press ESC again to return to the main menu, or any other key to continue.

You may start at any level in Stickybear Keypress. As the levels increase, old letters are reviewed, new letters are introduced, and then all (old and new) letters learned so far are used.

When you complete level 30, the computer will go to the report screen. If you choose to continue playing Stickybear Keypress at this point, the computer will repeat level 30 unless you select an earlier level from the main menu.

For text practice beyond level 30, see game 3 (Stickybear Stories).



GAME 2: STICKYBEAR THUMP

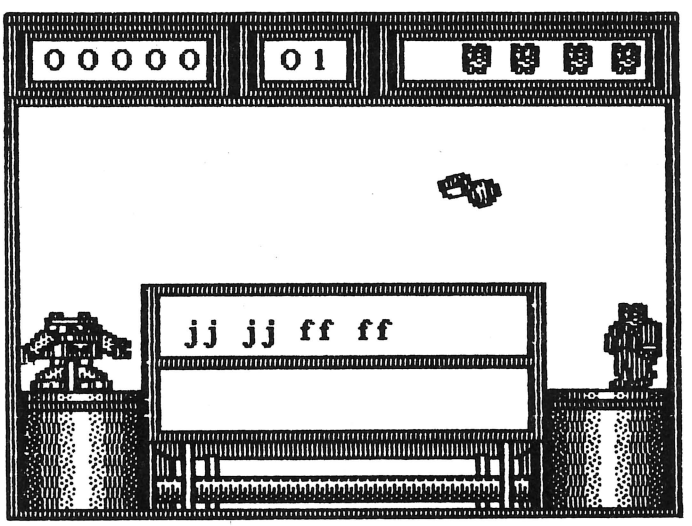
Stickybear Thump lets you practice typing in a game format.

To begin, enter the level at which you want to start (levels 1 through 30). The object of the game is to "thump" the robot without letting Stickybear get "thumped." At specific intervals, the robot will throw boxes, trying to hit Stickybear on the head. You control Stickybear. Each time you type a complete line, Stickybear will throw a ball at the robot.

The faster you type, the faster Stickybear throws the balls, giving you a better chance at thumping the robot. As the levels increase, however, the robot also throws the blocks at a faster pace.

At the top left of the screen, your score will be displayed. Next to that you will see the level you are practicing. To the right are five Stickybear heads. Each time you get hit, you lose a Stickybear. When all the bears are gone, the game is finished.

If the robot and Stickybear both throw their objects at nearly the same time, they will collide (SPLAT!) in midair, and no one will be hit. The faster you type, the better your chances of thumping the robot!



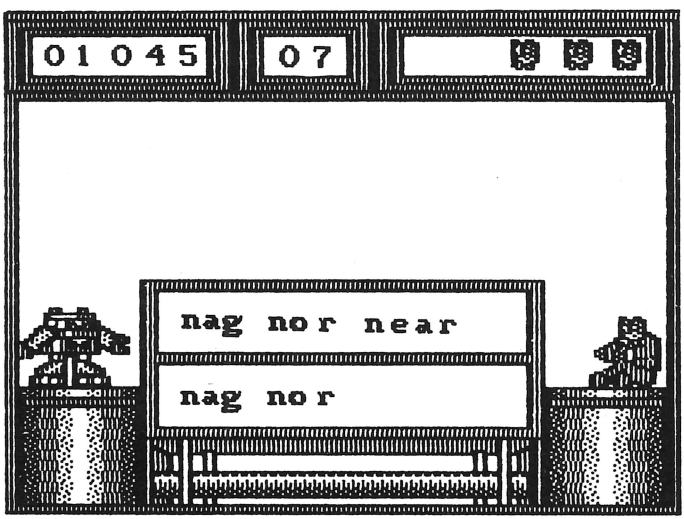
When you reach level 30, the game will continue at that level.

If you want to pause while playing Stickybear Thump at any time, just pres the ESC key. Any other key will resume play. To get out of the game at any time, press the ESC key to pause the game, then press it a second time. This will take you to the high score panel.

At the end of the game (when you run out of bears or press the ESC key), you will see the high score panel. There will be five scores displayed — the top four scores and your standing in relation to them. If you are not among the top four scores, you will be listed at position five. The last player, or the lowest of the five scores, will always occupy position five on the chart.

After viewing the top scores, type in your name to write your score to the disk. Press the RETURN key and you will return to the main menu.

Note: Please don't replace the disk in the drive with another disk until after the scores have been written out.



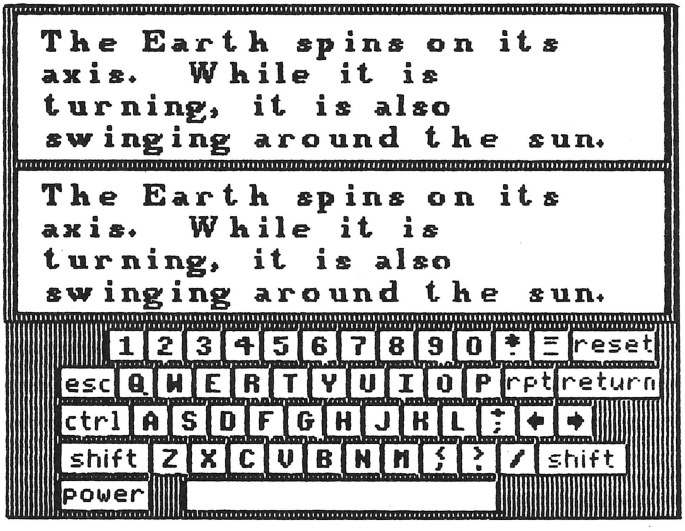
GAME 3: STICKYBEAR STORIES

In Stickybear Stories, you can practice your typing skills while typing sentences, paragraphs, and stories. After choosing this game, you will be asked to enter your name and to select the kind of text you want to work with. There is a great deal of text stored on the disk for you to have fun with.

Stories:
A group of Stickybear's favorite short stories.

Riddles and Jokes
Learn to type and laugh at the same time.

Serious Thinking
Facts, figures, and timeless prose.


The Earth spins on its axis. While it is turning, it is also swinging around the sun.
The Earth spins on its axis. While it is turning, it is also swinging around the sun.
1 2 3 4 5 6 7 8 9 0 * = reset
esc Q W E R T Y U I O P rpt return
ctrl A S D F G H J K L ; ← →
shift Z X C V B N M , . / shift
power

You will then be asked to select the mode you want for your typing.

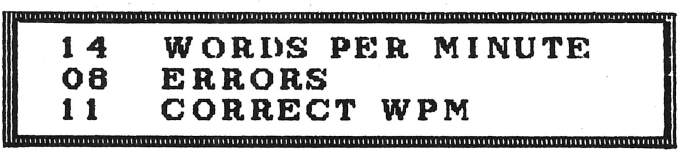
Typewriter
In the typewriter mode, you must press the RETURN key at the end of each line. You cannot back up to change your mistakes; the wrong characters stay on the screen.

Word Processor
In the word processor mode; you can back up to change your mistakes, and you do not need to press the RETURN key at the end of a line. The computer will automatically move down to the next line when you press the space bar after the last word on each line. If you correct your mistakes, they will not be counted as errors against your words-per-minute score.

Accuracy
In the accuracy mode, the computer will accept only correctly typed letters. Mistakes will not appear, and you will not be able to back up. Errors will count against your words-per-minute score, even though they do not appear on the screen. Pressing the RETURN key after the last word on the line will move you down to the beginning of the next line.

Periodically, the computer will switch you to the report screen to let you see your progress.

To get out of Stickybear Stories at any time, press the ESC key. This will display the report screen.



Timed Test
You may test your typing skills with a three-minute or a five-minute timed test using the Control T or Control F function described in the Options section. The timer will start as soon as the first words are displayed in the top panel. At the end of the three- or five-minute test, the computer will display the report screen.

OPTIONS

Stickybear Typing has some additional functions that you may select. You may display the main menu by booting up the Stickybear Typing disk or by pressing the ESC key to stop the game you are playing.

To view the Option screen, press the CONTROL key and the O key at the same time (CTRL O). The options are as follows:

CONTROL D Delete name
CONTROL H Toggle hands
CONTROL I Flash letters
CONTROL O Display options
CONTROL Q Toggle sound
CONTROL R Display report
CONTROL T Three-minute timed test
CONTROL F Five-minute timed test

CONTROL D — This command deletes any name that has been saved in memory on a report screen. The disk can hold up to 25 names. If you wish to add a new name after the list is full, it will be put in position 25, deleting the name that is occupying that space.

CONTROL H — Stickybear Typing boots up with a plain keyboard. You can display a pair of outlined hands with the fingers in the home position by using the CONTROL H command. The hands illustrate the proper placement of fingers on the home row of the keyboard. To change back to a plain keyboard, use the CONTROL H option again. (Use in games 1 and 3 where the keyboard is visible at the bottom of the screen.)

CONTROL I — This command can be used only while game 3 is playing. The CONTROL I command is used to toggle the highlighting of the keys as you press them. The game begins with the highlighting on. To turn it off, press CONTROL I.

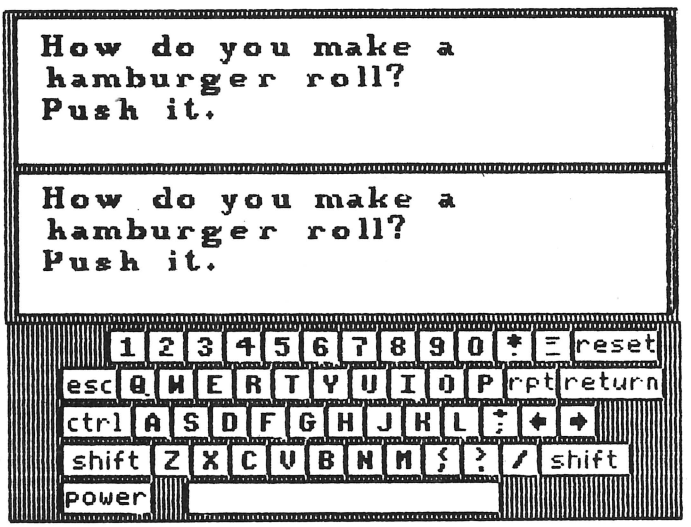
CONTROL O — This command shows you the Option menu.

CONTROL Q — Turns the sound on or off. This command may be used at any time.

CONTROL R — This command will display all 25 names that have been saved on the disk. It will show the name, highest level achieved, and corrected WPM for each person. Since game 3 has no levels, there will be an asterisk (*) in the level column for those typists who have just played game 3. Playing game 3, therefore, will wipe out any report of the highest level achieved in game 1.

CONTROL T — When you choose this option, you automatically go on to game 3. A timer will be set. At the end of three minutes, you will hear a beep. The individual report screen will then appear, with a report on words typed, errors, and corrected WPM.

CONTROL F — As with the three-minute timing, the five-minute timing goes directly to game 3. When your five minutes are up, you will hear a beep and be presented with the individual report.


How do you make a
hamburger roll?
Push it.
How do you make a
hamburger roll?
Push it.
1 2 3 4 5 6 7 8 9 0 * = reset
esc Q W E R T Y U I O P rpt return
ctrl A S D F G H J K L
shift Z X C V B N M
shift
power

Note: There are a few keys on the Apple computers that were not designated a lesson only because they do not appear on the keyboards of all Apples. A lesson using them on a computer that does not have the keys would be impossible to complete.

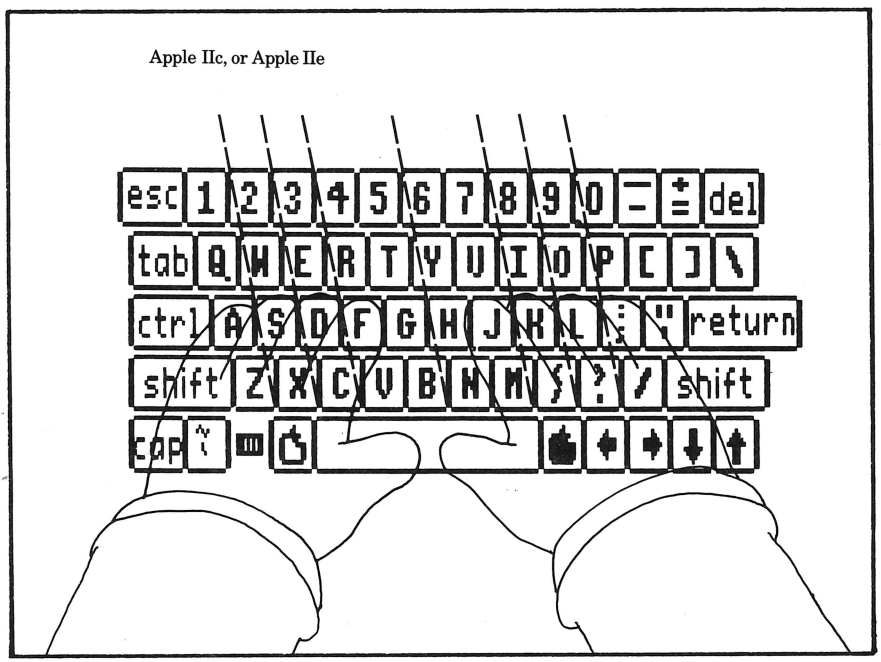
THE LEVELS

LEVEL #	NEW REACHES
1	j k d f space bar return
2	a s l ; all home position keys
3	h
4	g u
5	e o
6	r i
7	c n
8	t . (period)
9	left shift
10	right shift
11	w m
12	v , (comma)
13	y b
14	p z
15	q ?
16	x
17	1 3 7
18	! # & (shift of 1, 3, 7 on the Apple IIc and IIe)
19	5 9
20	% ((shift of 5, 9)
21	4 8
22	$ * (shift of 4, 8)
23	2 0
24	@) (shift of 2, 0)
25	6 - (hyphen)
26	' " (apostrophe, double quotation mark)
27	/ : (slash, colon)
28	= + (equal sign, plus sign)
29	< > (less than sign, greater than sign)
30	Proper spacing: using two spaces between sentences and five spaces to indent runover paragraphs. Most commonly mispelled words.

FINGERING — POSITION OF HANDS

Follow the diagram below to position your hands on the home row. Don't rest your fingers heavily on the keys, just touch them lightly. The wrists should be slightly lower than the fingers, but never resting on the computer. Keep your fingers curved when typing. When you have to reach from the home position to press another key, make sure that your other fingers stay at their home position. Stretch the finger you are reaching with, don't move your whole hand and arm.

Keep your keystrokes steady, developing your own rhythm for typing. Try to avoid any pauses when pressing the space bar or the RETURN key.

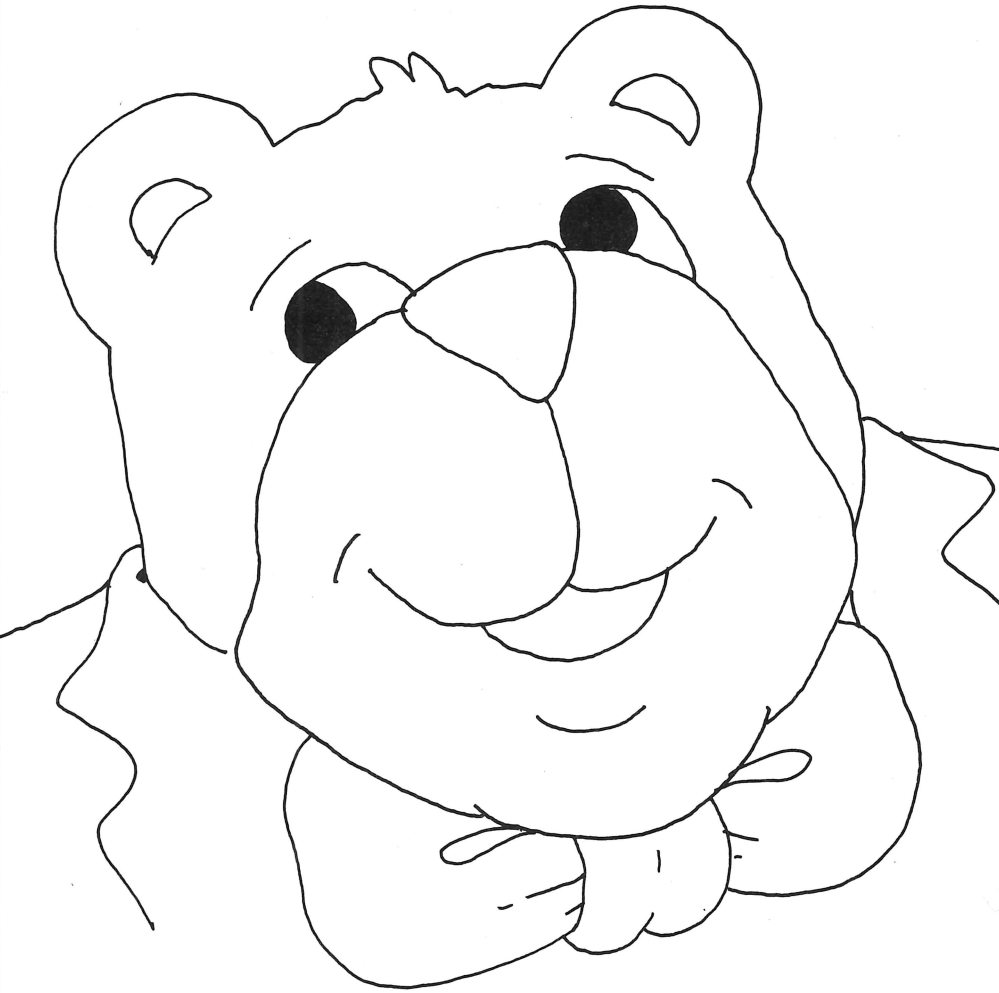


In the diagram (left), the hands are positioned on the home row. The keys are divided into sections by dotted lines. Use the finger within each section for all the keys in that section. For example, the right index finger is used for the keys j, h, n, m, y, u, 6, and 7. Remember to reposition that finger on the home row j as soon as you strike another key. When reaching up to press the number keys, curl the other home row fingers under. Don't move all the fingers to the number row. The right thumb is used to press the space bar. Keep the left thumb positioned over the space bar, but do not use it.

POSTURE

Good posture is essential to good typing skills. Sit erect in the chair, with your body centered in front of the computer. Place your feet directly on the floor, one foot slightly in front of the other. Your hands should be held lightly in the home position, wrists held slightly lower than fingers but not resting on the computer. The elbows should be held close to the body.

When you have mastered this typing program and go on to word processing, be sure to place the paper you are typing from to the right of the computer. Keep your eyes on the paper, while keeping the correct posture in front of the computer. It helps if the paper is on a copyholder or is somewhat elevated for easier reading.



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One Strawberry, Inc., New York, New York
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